61. (Amended) A method for sequentially processing blocks of graphics data, the method comprising the steps of:

transferring a first block of unprocessed graphics data from main memory to on-board memory;

processing the first block of graphics data;

transferring a second block of unprocessed graphics data from main memory to the on-board memory while the first block of graphics data is being processed; and

transferring a third block of processed graphics data from the on-board memory to the main memory while the first block of graphics data is being processed.